WHAT IS CLAIMED IS:

1.   A method for temporarily displaying information relating to an object manipulator:

displaying a graphic object in a computer graphics program;

5   displaying an object manipulator on the graphic object;

receiving cursor input wherein a cursor is placed over the object manipulator; and

temporarily displaying information relating to the object manipulator.

10   2.   The method of claim 1, wherein the information is displayed without activating the object manipulator.

3.   The method of claim 1, wherein temporarily displaying the information comprises changing a color of the object manipulator.

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4.   The method of claim 1, wherein the information comprises a value of a property to be modified by the object manipulator.

5.   The method of claim 4, wherein the property comprises a dimensional

20   property.

6.   The method of claim 1, wherein the information comprises graphics indicating a potential change to a state of the graphic object.

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7. The method of claim 6, wherein the potential change comprises potential results of interacting with the object manipulator

5   8. The method of claim 1, wherein the information comprises a function of the object manipulator.

9. The method of claim 8, wherein the function comprises a name of a property the object manipulator is used to modify.

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10. The method of claim 1, wherein the information is displayed in a text message box.

11. The method of claim 1, wherein the information comprises a method

15 used to modify a function of the object manipulator.

12. The method of claim 1, wherein the information is displayed immediately when the cursor is located over the object manipulator.

20   13. The method of claim 1, wherein the information is displayed after a period of time has passed with the cursor located over the object manipulator.

14. The method of claim 1, wherein the information is hidden from display

after a period of time has passed.

15.   The method of claim 1, wherein the information remains displayed until a user activates the object manipulator.

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16.   The method of claim 1, wherein the information remains displayed until the cursor is moved off of the object manipulator.

17.   An apparatus for temporarily displaying information relating to an

10   object manipulator in a computer graphics program of a computer system comprising:

(a)   a computer having a memory;

(b)   an application executing on the computer, wherein the application is configured to:

(i)   display a graphic object in a computer graphics program;

15   (ii)   display an object manipulator on the graphic object;

(iii)   receive cursor input wherein a cursor is placed over the object manipulator; and

(iv)   temporarily display information relating to the object manipulator.

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18.   The apparatus of claim 17, wherein the application is configured to display the information without activating the object manipulator.

19.   The apparatus of claim 17, wherein the application is configured to temporarily display the information by changing a color of the object manipulator.

20.   The apparatus of claim 17, wherein the information comprises a value of a property to be modified by the object manipulator.

21.   The apparatus of claim 20, wherein the property comprises a dimensional property.

22.   The apparatus of claim 17, wherein the information comprises graphics indicating a potential change to a state of the graphic object.

23.   The apparatus of claim 22, wherein the potential change comprises potential results of interacting with the object manipulator

24.   The apparatus of claim 17, wherein the information comprises a function of the object manipulator.

25.   The apparatus of claim 24, wherein the function comprises a name of a property the object manipulator is used to modify.

26.   The apparatus of claim 17, wherein the information is displayed in a text message box.

27. The apparatus of claim 17, wherein the information comprises a method used to modify a function of the object manipulator.

5 28. The apparatus of claim 17, wherein the information is displayed immediately when the cursor is located over the object manipulator.

29. The apparatus of claim 17, wherein the information is displayed after a period of time has passed with the cursor located over the object manipulator.

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30. The apparatus of claim 17, wherein the information is hidden from display after a period of time has passed.

31. The apparatus of claim 17, wherein the information remains displayed

15 until a user activates the object manipulator.

32. The apparatus of claim 17, wherein the information remains displayed until the cursor is moved off of the object manipulator.

20 33. An article of manufacture comprising a program storage medium readable by a computer and embodying one or more instructions executable by the computer to perform a method for temporarily displaying information relating to an object manipulator in an object-oriented computer graphics system, the method

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comprising:

    means for displaying a graphic object in a computer graphics program;

    means for displaying an object manipulator on the graphic object;

    means for receiving cursor input wherein a cursor is placed over the object

5   manipulator; and

    means for temporarily displaying information relating to the object

manipulator.

34.   The article of manufacture of claim 33, wherein the information is

10   displayed without activating the object manipulator.

35.   The article of manufacture of claim 33, wherein the means for

temporarily displaying the information comprises means for changing a color of the

object manipulator.

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36.   The article of manufacture of claim 33, wherein the information

comprises a value of a property to be modified by the object manipulator.

37.   The article of manufacture of claim 36, wherein the property comprises

20   a dimensional property.

38.   The article of manufacture of claim 33, wherein the information

comprises graphics indicating a potential change to a state of the graphic object.

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39.   The article of manufacture of claim 38, wherein the potential change comprises potential results of interacting with the object manipulator

5   40.   The article of manufacture of claim 33, wherein the information comprises a function of the object manipulator.

41.   The article of manufacture of claim 40, wherein the function comprises a name of a property the object manipulator is used to modify.

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42.   The article of manufacture of claim 33, wherein the information is displayed in a text message box.

43.   The article of manufacture of claim 33, wherein the information

15   comprises a method used to modify a function of the object manipulator.

44.   The article of manufacture of claim 33, wherein the information is displayed immediately when the cursor is located over the object manipulator.

20   45.   The article of manufacture of claim 33, wherein the information is displayed after a period of time has passed with the cursor located over the object manipulator.

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46.   The article of manufacture of claim 33, wherein the information is hidden from display after a period of time has passed.

47.   The article of manufacture of claim 33, wherein the information remains displayed until a user activates the object manipulator.

48.   The article of manufacture of claim 33, wherein the information remains displayed until the cursor is moved off of the object manipulator.